



# BETWEEN BYTES

THE JOURNAL OF THE JERSEY ATARI COMPUTER SOCIETY.



Volume 5, Number 10

October 1987


\$2.00

Next meeting:

TUES., Oct 13, 7:00 P.M.

## ST Mad Libs Certificate Maker

NEW   
MEETING  
LOCATION:

WE WILL MEET  
 AT THE  
CAMDEN  
COUNTY  
LIBRARY, NEXT  
TO THE  
ECHELON  
MALL

## MEETING NOTES

by Chuck Babli



Are you tired of playing Trivia Pursuit? Are you looking for a new game to play at parties? If so, don't miss the October meeting.

Bob Whipple is going to demonstrate a new software package from Electronic Arts for the ST. The program is called ST Computer Mad Libs, and it has been billed as the "world's multi-million selling party game." Bob claims that this program is a do-it-yourself type of party game, and to prove it, he plans on using audience participation as part of his demonstration. So, come prepared!!

For the 8-bit devotees, our President, Ian Sklodowski, will be demonstrating Certificate Maker. As I understand it, this program is part of the Awardware programs which are distributed by Hi-Tech Expressions. If Bob does a good job, maybe Ian will present him with his own certificate. Some incentive, hey Bob!

Finally, if time permits, maybe Ian will give us a sample of the word processing programs which he brought back with him from his recent trip to England.

Since this meeting is to be held on a Tuesday, and I have a prior commitment for that night, I will not be able to attend the meeting. Therefore I will not be able to solicit your help in scheduling future demonstrations. If there is anyone who would like to schedule him or herself for a demonstration, whether it is 8 bit or ST, you can notify me by leaving a message on the BBS, or call me at my home phone number. If you have anything which you think may be of interest to someone, please don't hesitate to contact me.





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## A NOTE FROM THE PRESIDENT

Sorry for missing last month's column, but I did not take my computer on vacation with me. Anyhow, trying to upload a file from England to the JACS BBS would have been rather difficult and costly. Those members that made it to the September meeting at Camden County Library heard a report on my trip and some Atari news from England. It seems that Atari is alive and doing very well in Europe, particularly the ST systems. One can get some very good deals on ST packages. For 8-bit systems, there is a fair amount of software available, but some of it is still on cassettes. They still use tape based systems quite a lot, although disks are becoming very popular.

I managed to get a number of magazines for the Atari computers and brought them back with me. The ST magazines are with Bob Whipple right now to whet his appetite for all the fantastic software that is available for the ST in England, for business and entertainment (read "games"). The 8-bit magazines, at present, are in my possession so I can finish reading them, and to get some of the interesting information to pass on to the membership. I will put them on loan into our reference/newsletter library so that everybody can see them. When I get the ST magazines back from Bob they will also go on loan to the library.

While in London, I contacted a local user group, the London Atari User Group (LAUG), and met some of the members. They will be in the Atari Village at the International Personal Computer Show in London and our "JACSRAY" demo, generated by Forrest and Bob, will be shown with due credit being given to JACS. I should have a report from the show in the near future after LAUG recovers from all the hard work. They seem to be a very enthusiastic group, although they only started in the spring of this year.

I did find an excellent software package (you cannot call it a program because there are so many modules in it) for the 8-bit machines, from the 400 to the 130XE, with automatic setup of RAMdisk when possible. It has a word processor, spreadsheet, database, graphics, communications and label printing

modules all on one double sided disk!! I will give a demo of this package in the very near future, but first I have to learn all the things that can be done with it. I wish this package was available in the USA for our 8 bitters. Now on a more serious note: our September meeting was the first in the new location, and we had a limited amount of time available, due to the closing time of the library. This caused some confusion about the timing and presentations. As we go along things should improve. *Please note* that we are an Atari club, *not* an ST only or an 8-bit only group; we should all work together, not against each other. Some presentations will take more time, and this will make a meeting seem to be unbalanced, but this is not meant to indicate that we favor one computer over the other--the following month it could be the other way. **WE DO NEED PRESENTATIONS FOR THE 8-BIT ATARI'S.**

Now for some club information. If you have read the rest of the newsletter carefully you should have noticed that we have a new editor for *Between Bytes*. Please give him all the support you can, and lots of articles to edit. Another thing that became apparent at the last meeting is that we must keep a very tight control of the time for all presentations and activities, so the following schedule will be in force from now on.

- 7:00-7:05. . . Sign in
- 7:05-7:35. . . Presentation
- 7:35-7:50. . . Tech Q & A
- 7:50-8:00. . . Break
- 8:00-8:10. . . New business
- 8:10-8:40. . . Presentation
- 8:40-8:45. . . Door prize, 50/50
- 8:45-9:00. . . Take down equipment
- 9:00. . . Library closes

Let's see if we can keep to the above schedule. The presentations will be one for the ST and one for the 8-bit, possibly alternating from meeting to meeting at my discretion. Th-th-th-that's all folks.

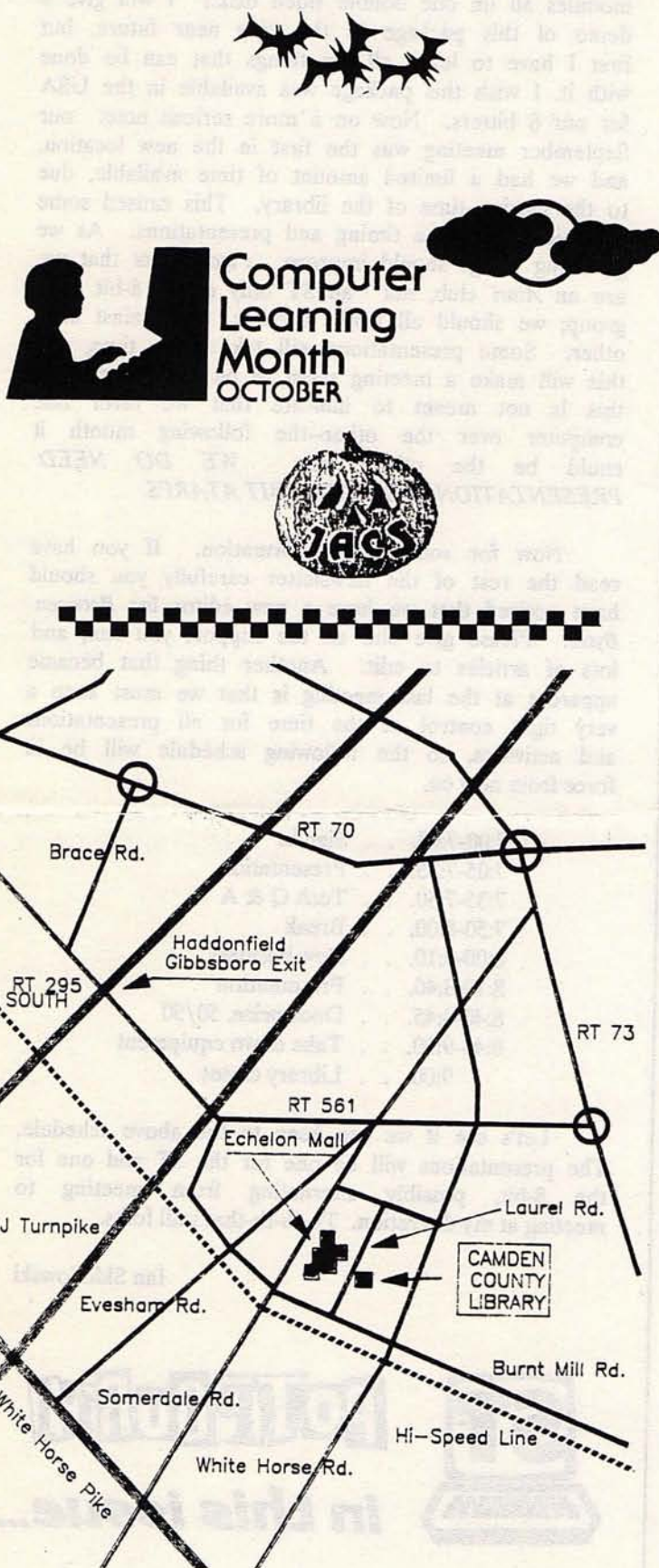
Ian Sklodowski



**POTPOURRI**

**in this issue...**





## September Meeting Notes by Debbie Collarin

September 16 found us at our new meeting place, the Camden County Library next to Echelon Mall. The meeting was called to order at 7:10 P.M. The new agenda for the meetings will be:

- ST Demo(s)
- Business Meeting
- Short Break
- 8-Bit Demo(s)

The first demo was of digitized pictures of Star Trek. Next Forrest Blood, our treasurer, showed some pictures created by Spectrum 512. Spectrum 512 is a new paint program that can get 512 colors into one picture. It can only get 48 colors per line, but you wouldn't know it. This new program will be put out by Antic in October.

Next Forrest demoed a speech synthesizer. This speech synthesizer read the message Forrest had put on a disk that welcomed everyone to the new meeting place.

Bob Whipple, ST Coordinator, then showed us Atari's new educational software recently released for the ST. He tested everyone's knowledge of Algebra with the Algebra I program. Other titles available are Geometry I and Chemistry I.

After the ST demonstrations, Ian Sklodowski started the business section of our meeting. Ian explained that he had recently been in London and while there checked out Atari products over there. In his opinion there is a lot more software in Europe than here. He brought back some magazines which he left on the table for people to browse through.

While he was there he also looked up the London Atari Club. He actually went to a meeting and brought back some software for us to see. He showed one of some beautiful pictures, called Ken's Picture Show, that the group had done for the 8-bit. He plans on demonstrating the others at future meetings.

Atari is launching a TV ad campaign for the Christmas holidays in London. Also in Germany, there is some experimentation with a 3 1/2" modified ST drive for the 8-bit. In Spain piracy is just about nil, because they price their originals so low.



At a previous meeting it had been mentioned that Atari was producing calculators. Ian brought one in to show.

Bob Whipple also informed the group of some fantastic things that will be happening in the future. One of these things is the fact that *No Frills Software* has negotiated to distribute our Print Shop 1, 2, 3 and 4 for the 8-bit and 1, 2 and 3 for the ST. They will also be making these for the IBM, Apple, Macintosh and Commodore. Also we were told to look for an article by Gregg Pearlman in *Antic* December about Print Shop graphics disks; JACS will also be mentioned.

Again CompuTalk sent some information for anyone interested in their BBS.

There was a short break from 8:10 to 8:20 P.M.

After the break there was some discussion on the possibility of changing the format. Some members felt that too much time was being given to the ST. It was brought to everyone's attention that this was the first night and we are still not used to a tight schedule. The format will be reevaluated later but left alone for the present.

Bob Ely demonstrated a database program that he wrote himself using BASIC XL. This program, called *Lifeline*, is for family trees. It is completely menu-driven. Bob hopes to eventually have it published. It seems to offer a lot of help to anyone interested in tracing their family trees.

The 50/50 drawing, which was 9 JACS BUCKS, was won by Debbie Collarin.

The meeting was adjourned at 8:50 P.M.

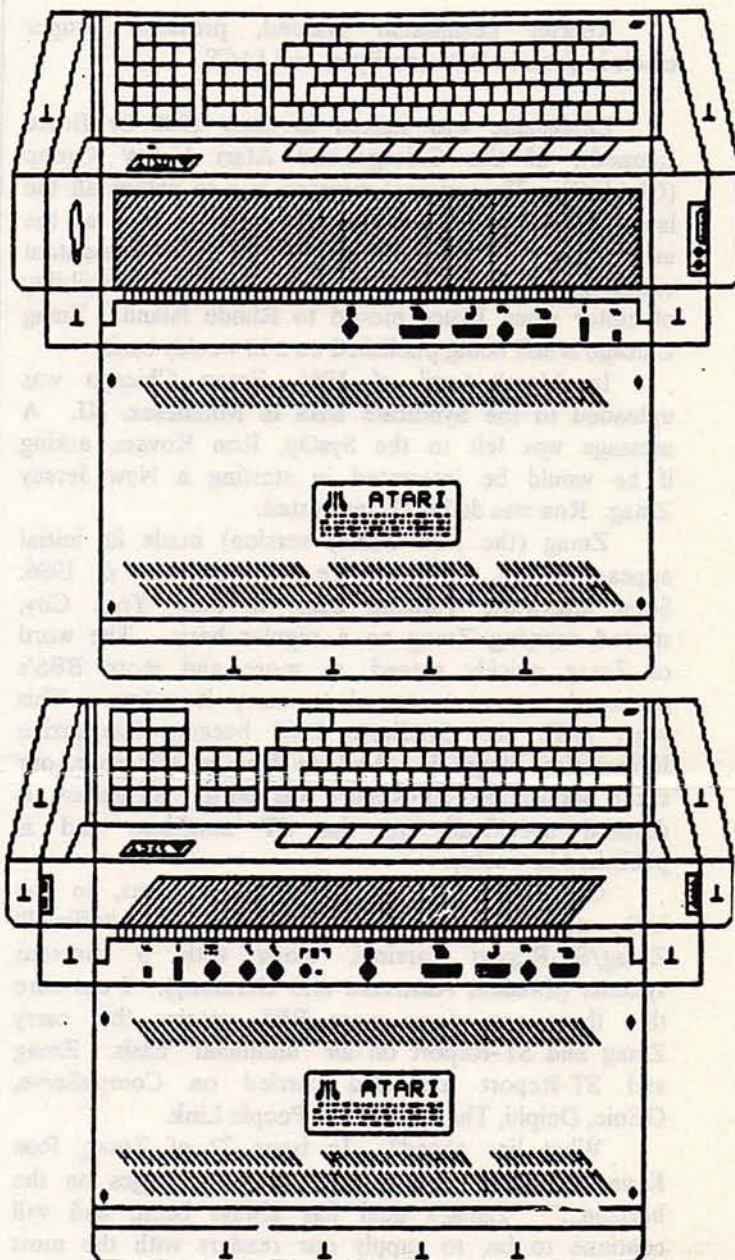
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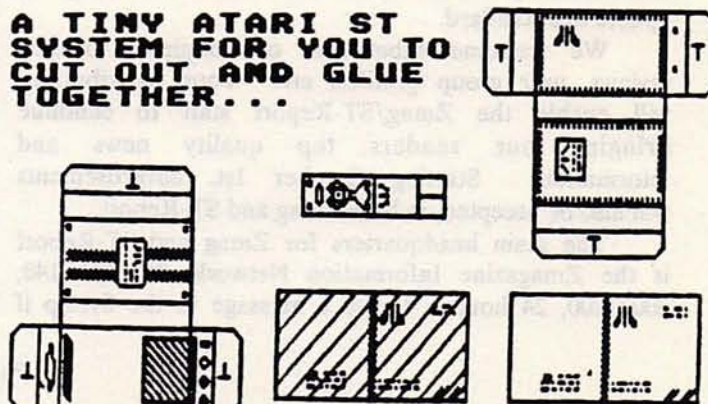
For the following printers

Atari SMM804, XMM801	CTI CT-801
Admate DP-80	Etronics SX 80P
Admate DP100, DP130	Formula FP-80
MC BX-80, BX-130	Legend 880, 1080
Commodore 1526, MPS-802	Mann. Tally SP-80
Computer Mate CP 80	Sekonic SP-80
Sperry 8245	

## The Mini ST



**A TINY ATARI ST  
SYSTEM FOR YOU TO  
CUT OUT AND GLUE  
TOGETHER...**





## Zmagazine...Past, Present and Future by Susan Perry

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Zmagazine was started in early 1986 by Bruce Kennedy, of the ChicagoLand Atari Users' Group (CLAUG). The original purpose was to gather all the latest news and information, to be presented at the user group meeting. Clinton Smith was the assistant editor at that time and took over the responsibility of editor when Bruce moved to Rhode Island. Zmag Chicago is still being published on a bi-weekly basis.

In March/April of 1986, Zmag Chicago was uploaded to the Syndicate BBS in Middlesex, NJ. A message was left to the SysOp, Ron Kovacs, asking if he would be interested in starting a New Jersey Zmag. Ron was definitely interested.

Zmag (the New Jersey version) made its initial appearance on the Syndicate BBS on May 6, 1986. Soon afterward Valhalla BBS, in New York City, started carrying Zmag on a regular basis. The word of Zmag quickly spread, as more and more BBS's across the country started to carry it online. This year, 1987, the Syndicate BBS became Zmagazine Information Network. And, in June of this year, our sister publication, ST-Report was born. ST-Report is devoted specifically to the ST machines and is published bi-weekly.

Currently there are 235 BBS systems, in the U.S., that have requested to become "official" Zmag/ST-Report carriers, along with 3 overseas systems (Sweden, Australia and Germany). I am sure that there are many more BBS systems that carry Zmag and ST-Report on an "unofficial" basis. Zmag and ST-Report are also carried on CompuServe, GEnie, Delphi, The Source and People Link.

What lies ahead? In issue 72 of Zmag, Ron Kovacs says, "...there are a few big changes on the horizon..." Zmag's goal has always been, and will continue to be, to supply our readers with the most informative and up to date Atari news and information possible. And our readers can help us uphold this standard.

We welcome submission of "original" articles, reviews, user group profiles, etc. Your contributions will enable the Zmag/ST-Report staff to continue bringing our readers top quality news and information. Starting October 1st, advertisements will also be accepted, in both Zmag and ST-Report.

The main headquarters for Zmag and ST-Report is the Zmagazine Information Network, 201-968-8148, 300/1200, 24 hours. Leave a message to the SysOp if

you desire more information on article submission, advertising, becoming an official Zmag/ST-Report carrier, etc. Headquarters 2, Gateway ST, 609-931-3014, 300/1200, 24 hours, carries the 80 column ASCII editions of Zmag and ST-Report.

I would like to take this opportunity to thank Ron Kovacs for supplying me with the background information needed to make this article a reality.

## MOST VALUABLE MEMBER

Larry  
Nocella



This month's Most Valuable Member is Larry Nocella. In case you hadn't noticed, Larry does a column each and every month, without fail. Remember that 8-bit spinning-letter JACS demo where the letters in JACS spin and bounce around the screen? Guess who wrote it? That's right. Larry's the kind of guy you can count on. Great job.

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Epson MX, FX, RX Ribbon -Black	\$ 6.50
Star SG-10 Ribbon -Black	\$ 3.50
*Cash Price, Charge add 3%	

### The Programming Zone: *Roman Numeral Decoder* by Larry Nocella

You're watching a movie, nice and calm. Once it's over, the credits roll, then the copyright date comes up: MCMLXXXVII. What?! You soon forget the sequence and the date is lost forever. If only you had taped it...

Enough of this silliness. Maybe Roman numerals aren't that dramatic, and maybe they can be done quicker in your head, but they did make an interesting programming challenge. If you want to try it, type the program in in Atari Basic. The program accepts the input of a Roman numeral (like the one above) and translates to our own language's numbering system: Arabic numerals. There is a little "reminder bar" that tells all of the Roman numbers and their corresponding values. Program use is simple: enter the Roman number in capitals, then enter whether you want to run the program again. Try entering the above sequence. The number should come to 1987. Now, try entering MCZ. The program will tell you something isn't right and start over again. One thing-if you enter CV, the number is

105, but if you enter VC even though this is incorrect form (Roman numerals start with the biggest section first: hundreds, tens, ones) the program will output 105. This can be changed, but it will make the listing longer than it is already, and I hate long listings. (Besides, I have to leave room for all your articles, right? RIGHT?!)

### Here's a program breakdown:

- 10 - 90: Accept input.
- 105 - 260: Decode the numeral and store its value in the variable T.
- DO\$ is used for two character numbers like IX for 9 and CD for 400. UN\$ is for one-character numbers, like L for 50 and M for 1000.
- 300 - 320: Show any errors in the numeral.
- 500 - 520: Print out the final result.

Like I said earlier, maybe it's easier to decode Roman numbers in your head, but a little programming workout can't hurt anyone. And seeing how other programs work will help your skill. But, before we start, let's all get together and count to ten: I, II, III, IV, V, VI,...



Please note that a right curly brace is to be typed as [ESC] Control-2 (the bell character).

```

10 REM *** ROMAN NUMERAL DECODER ***
20 REM *** BY: LARRY NOCELLA ***
30 REM *** "ROMANUM.BAS" ***
40 GRAPHICS 0:POKE 709,12:POKE 710,96:
DIM NUM(38),UN(1),DO(2)
50 ? :? "ROMAN NUMERAL DECODER":? "by:
Larry Nocella":?
60 ? "I=1 V=5 X=10 L=50 C=100 D=500 M=
1000":?
70 ? "(USE CAPITAL LETTERS ONLY!)":?
80 ? "ENTER ROMAN NUMERAL:":? "->";
90 POKE 702,64:INPUT #16,NUM$
100 GOAL=LEN(NUM):CNT=-1:T=0
105 CNT=CNT+1
110 CNT=CNT+1:IF CNT>GOAL THEN 500
115 UN$=NUM(CNT,CNT):DO$=" ":IF CNT+1
<=GOAL THEN DO$=NUM(CNT,CNT+1)
120 IF DO$="CM" THEN T=T+900:GOTO 105
130 IF DO$="CD" THEN T=T+400:GOTO 105
140 IF DO$="XC" THEN T=T+90:GOTO 105
150 IF DO$="XL" THEN T=T+40:GOTO 105
160 IF DO$="IX" THEN T=T+9:GOTO 105
170 IF DO$="IV" THEN T=T+4:GOTO 105
200 IF UN$="I" THEN T=T+1:GOTO 110
210 IF UN$="V" THEN T=T+5:GOTO 110
220 IF UN$="X" THEN T=T+10:GOTO 110
230 IF UN$="L" THEN T=T+50:GOTO 110
240 IF UN$="C" THEN T=T+100:GOTO 110
250 IF UN$="D" THEN T=T+500:GOTO 110
260 IF UN$="M" THEN T=T+1000:GOTO 110
300 ? :? " } CAN'T DECODE! CHECK NUMERAL
!":? "OFFENDING PART(S): ";UN$;
310 IF DO$=" " THEN ? " ":GOTO 510
320 ? " OR ";DO$;" "
350 GOTO 510
500 ? :? "ROMAN NUMERAL: ";NUM$:? "IS E
QUAL TO ";T;" IN ARABIC (ENGLISH). ";
510 POKE 702,64: ? :? "RUN AGAIN? (Y
/N)":;INPUT UN$:IF UN$="Y" OR UN$=" " T
HEN CLR :RUN
520 END

```

## A Note from the Editor

Hello, and welcome to another month. In case you didn't find out yet, JACS has a new home. The first meeting went well. It's quite an improvement over the previous location (H.A.C.L.), since there's air conditioning, carpeting, nicer chairs, etc.

In another department, there's this newsletter. Unless you open your newsletter whispering, "Oh, where's the editor's column, where's the editor's column?" I don't care about the rest of the newsletter, I just want to read what the editor's got to say this month," you will have noticed the newsletter looks weird. There's a good reason: it's now sent out to a publisher and typeset and then bound in cardboard covers. Oh, we didn't get covers? Then I guess I just laser-printed it. Oh well. If you've got any comments at all, fill out this form:

- \_\_\_ I like the newsletter a lot.
- \_\_\_ I like the newsletter a lot more.
- \_\_\_ I love the newsletter.

and mail it to me. You're welcome to photocopy the form so you don't have to chop up your newsletter.

The jury is still out on whether I will continue my editorship. I know one issue may be a record, but I'll keep the ST Potpourri wherever Between Bytes goes. I'm still a sophomore, so I haven't found out yet just how well I can squeeze the newsletter into my schedule. If you'd let me know how you think this issue is compared to past ones, it would help my decision a lot. Here's the address:

Brian Colflesh  
17 Spring Hill Drive  
Laurel Springs, NJ 08021

Oh, yeah, I remember him. He tried to start his own column after he saw Larry's and got envious. That's me. I tried to do "STuff" a couple of times, and before that "Puter Place" but neither went over very well. So of course I had to be editor, and here I am. However, I promise I won't make you editor if you write an article...

One final note: the printing is about 43% smaller by width, so we have more space. Keep those articles coming.....

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Group



## Newsletter Reviews by Joe Verble

Eleven newsletters have been added to the backlog of last month. Just as in *Between Bytes*, each newsletter gives the local happenings and voices the local problems and concerns. It is surprising how close they are to ours. JACS is not the only society with shrinking membership and difficulties in extracting articles for the newsletter. Read the newsletters and see how much we are alike.

### ABE'S ACE'S: July 1987

This newsletter from the Allentown Bethlehem Easton area gives information of interest to them plus some product ads that may be of general interest.

### APL Atari User's Group: August 1987

The Applied Physics Lab in Laurel, Maryland has a review of DBASIC, a very fast BASIC for the ST plus a free offer to user groups of the program. An article, "Totally Unbiased Benchmark Comparison," compares DBASIC benchmarks with benchmarks of other systems. Reprinted from ANTIC is "World of Atari Faire."

### ACE Oregon: May and June/July 1987

The May issue from the Eugene Oregon group features ST game reviews that include ROADWAR 2000, ChessMaster 2000, and MicroLeague Baseball II. There is an interesting Editorial on ANTIC'S Copyright Policy. The 8-bit fans get a type in game "Train Crazy." The OASIS Bulletin Board System is explained. Another article "DMA Port Explored" helps overcome some I/O limitations of the ST.

The June/July issue discusses "Desktop publishing" using the ST and the following games: "Colonial Conquest" and "Rebel Charge at Chickamuga." "48K LIMIT" is an article discussing software available for the 8-bit computer. The program PHASAR, a system of keeping track of your home and/or small business financial data, is reviewed for the ST.

### Huntsville Atari User's Group: August and September 1987

From the August issue of this Alabama group comes an interesting discussion on the latest Atari products and what is happening at Atari with the 8-bit and ST. If you have a Happy-enhanced 1050, an article tells you how to convert IBM files. An article for the 8-bit shows how to covert data

statements to strings and how to retrieve data by a USB call.

The September issue has a review of "Flash" for the ST that allows Ymodem uploads and downloads and a review of DBASIC for the ST. Micromod-turobase, an 8-bit program, is reviewed along with "Print Shop Companion." The Huntsville group is offering their Disk-of-the-Month to out-of-town readers for \$6 including shipping.

### LA-ACE: May and July 1987

The May issue from this Los Angeles club contains plans for building a Computer Center for those who like to work with tools.

The July issue has a review of DCOPY, a file maintenance utility for the ST and "Elvert Version 0.06," a file conversion utility for the ST.

### LOCO Express: February and June 1987

This newsletter is from Locountry Atari User's Club of Charleston South Carolina. Included in the Feb. issue is a Printer Driver for the SG-10 and Atariwriter Plus and a review of Atari's XM301 Modem. If you have an Indus disk drive, there are details on a "Write Protect Bypass" you can install.

The June newsletter has a review of "Qwik Pix" which allows Print Shop graphics to be used with text of Atariwriter Plus. It works with Epson, Epson compatible and Star SG-10 printers. For the ST there is a review of "Data Retrieve," a filing system database. There is also a tutorial on Assembly Language.

### M.A.C.E. Journal: July 1987

This letter from Michigan contains information on new products for both the ST and 8-bit computers. An article, "Flying the ST," gives software available for the ST. There is an interesting letter to the Editor on the subject of "Fee for Non-members." Some interesting points are made on what are member benefits and why they should not be free to non-members. An article tells you how to get more memory from your 800XL or 1200XL by a hardware modification that enables memory locations \$D600 through \$D7FF.

### Michigan Atari Magazine: June, July, and August 1987

The June issue of this letter from a group at Michigan State U. contains a reprint of our own Bob Whipple's article "ST Error Codes." For the ST are a review of the Steinberg PRO-24 sequencer, the game "Star Trek," "Data Retrieve" (a database) and an 8-bit Emulator. "Rambrant" and the XEP80 are 8-bit reviews.



An interesting editorial in the July issue is titled "Is the 8-bit Dead?" There is an article telling what is happening at Atari and another on the summer Consumer Electronics Show. Details are given on the new XF551 disk drive. For the ST, a review of a database program, REGENTBASE. For the 8-bit, a review of MIDMANIA and a Multi-Input/Output device from ICD Inc.

The August letter has several ST reviews: DISCAT, a catalog for ST disks, GFA BASIC, and PM UTILITY used with Print Master (C). "Atari News" gives the happenings at Atari and there is a lesson on "C Language Programing."

#### *Mile High Atari Magazine: May and June 1987*

In the May issue of this letter from the Denver group is an article on the 800 Emulator of Darek Mihocka for the ST and a review of the ST game, ROADWAR 2000. There are articles on the XEP80 and installing a Battery Back-up System for the 130XE/800XL.

The July issue announces that the ST Transformer is approved for distribution. If you use a modem for file transfers, you will be interested in the article "Disk Compression Programs." For ST game fans there is a review of ChessMaster 2000.

#### *Nybbles and Bytes: July 1987*

This newsletter from the N.W. Phoenix group contains a round-up of 8-bit Products, a Port Test for the 850 interface, and coming attractions for the ST.

#### *Pace World: May and August 1987*

The May letter from this Hampton, Virginia group has a review of a program to print your own paper titled "News Station." Other articles are on Print Shop Icons, the 6502 Status Flags, and the Smartdos Ramdisk.

The August letter has reviews of ST games: 10th Frame, STARGLIDER, ChessMaster 2000, and "Lurking Horror." The 8-bit game "Gunslinger" is reviewed.

#### *Pacenet: July 1987*

The Philadelphia group letter has an editorial attacking computer user's fees and reviews of 8-bit games, "Spider-man," and "Ninja."

#### *Phoenix: June 1987*

This letter from Toronto, Canada compares TurboBasic and BASIC XE. Happenings at the Great Lake Atari Expo are reviewed. For the ST fans there is a review of the writing tool THUNDER and

a Comparison of FAST BASIC, GFA BASIC, ST BASIC, and Megamax C.

#### *The Pokey Press: April, May, June/July 1987*

These letters are from groups in Palm Beach, Florida. The April letter has an editorial titled "The 8-bit Still Lives" plus reviews of the first XLENT Word Processor and a game by Infocom, "Moonmist". There is a TurboBasic Command List that may be helpful. For the ST user there is a product review and a review of the game, "GATO".

The May issue contains a review of "Balance of Power," a book by Chris Crawford that has been made into a game for the ST. ST Notes reviews five games for the ST: "Two on Two Basketball," "GFL Football," "10th Frame," "Matchpoint," and "Microleague Baseball." There is an advance look at WORDPERFECT for the ST.

The June/July issue has a review of the disk copy system, "1050 Duplicator" and a review of the ST game, "Roadwar 2000." There is another chance to read the editorial, "Is the 8-bit Dead?"

#### *SLCC Journal: June 1987*

This letter from the San Leandro, CA. group has articles on "Turbo Performance Tests" and "Publishing Partner" for the ST.

#### *SLO-POKES: June 1987*

This letter from the San Luis Obispo, CA. group reviews the New Aladdin, a magazine on disk.

#### *WACO WRAMBLINGS: January 1987*

This letter comes from Warrensburg, MO. and not Texas as I first thought. There is a review of happenings at Atari in 1986 and a comparison of Spreadsheets for 8-bit.

#### *W.A.N.D.: May 1987*

This letter comes from White Plains, N.Y. and contains a review of "Genie" (not to be confused with GENIE, the online service). "Genie" has four parts: Note Pad, Calculator, ATASCII Table, and DOS Functions. "Blue Team Bridge" is reviewed. I have this program and can certainly agree with the Reviewer that it is an excellent program. Bridge is dear to my heart. There is review of Turbo Basic, another excellent program, and the Command List is included. A type-in program lets you Auto-Load your files to Ramdisk.

This wraps it up for the month. Looking forward to giving out the newsletters at the meeting Tuesday, October 13.



# View POINT

by Irv Feinberg and Bob Whipple



ATARI GETS SICK

Another Atari Fair is not faring well for another Atari user group. The Bay Area user groups were all set to introduce Atari's new president Gerry Brown, but, Mr. Brown failed to show. Well, Neil Harris was there, but that isn't quite the same.

Is there discontent with Atari in the user group community? You bet your sweet @#%! there is. East Coast, West Coast, all around the town, Atari's hostile attitude to the people that helped this company come back from the brink of bankruptcy is disappointing at best. Who were the people who took the risk of buying the new-and-unknown ST computers? Yet far from being concerned about preserving the loyalty of this group, Atari's leaders appear to be entirely willing not to address the needs and desires of current owners of Atari product.

Last year JACS suggested the concept of a user group house organ (Atari User Group News) to open communications. Sandi Austin's first attempt was well worth the effort. It was a welcomed first issue. What happened Sandi, another budget cut for Atari's beloved user groups? The same group of people that Atari depended upon to provide it assistance with both technical support to end users and computer shows. How successful would the Atari Fairs be without user group support? The reality is Atari misled us.

Why has Atari chosen not to meet the needs of owners of the first generation ST's? Why can't a mechanism be put into place so owners of original ST's can easily take advantage of the expanded capacities of the Mega ST? Is Atari working on solutions or aren't they aware of any problems? Is it wrong to expect a company to show loyalty to it's most faithful customers? Should we expect Atari to reward its customers of longest standing by mistreating them? We don't think so!

Is it just vaporware when we hear of Microsoft Word ST, or Millipede, or a laser printer, or IBM emulation? Like a broken record, you always say it will be available in 2 weeks. We are beginning to wonder what year you might be referring to. Do you still think IBM emulation would never sell, or is the clone your answer to the ST community?

Atari supports its customers through user groups. OK, but make sure the user groups are up to supporting the customers that you aren't supporting. What have you given to us to do the job? NOTHING, not even the best information.

It seems to us there are some *real* issues that need to be addressed. We want this machine to work just like you do. Please listen to the users. We have the experience to give you useful feedback. "War is hell," but we are not the enemy.



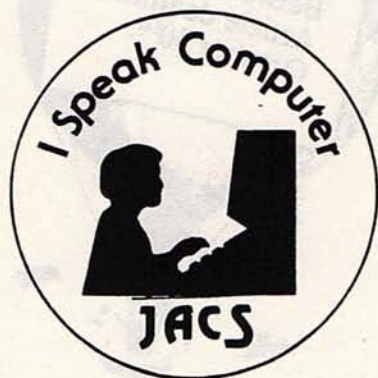


The "Mini ST" in Between Bytes and the information on the Mega ST on the back cover were from the LA-ACE newsletter; thanks very much.



Sincere thanks to all who wrote for the newsletter:

Chuck Babli  
Debbie Collarin  
Bob Whipple  
Irv Feinberg  
LA-ACE  
Susan Perry  
Larry Nocella  
Ian Sklodowski  
Joe Verble  
Jim Cummings  
Bob Cramer  
Forrest Blood



??? Did you know ???

That Seth Rosen, who moved to California recently, will soon (hopefully) become JACS' "West Coast Correspondent"? He plans to start a regular feature, with information he can get by being at the "scene of the crime" or action or whatever the case may be. It will take him a little time to get settled, but watch for him...





# POTPOURRI

Volume 2, Number 5

September/October '87



**HAPPY HALLOWEEN**

**Special Review Issue!**





Hi, and welcome to another issue of *ST Potpourri*. My regular fans (or is that fan?) noticed that we went laser last month. So, I won't waste space covering that topic, except to point out that the general stuff is also laser-printed, so you might as well flip through *Between Bytes* and find out what's up with the club.

I'd like to take this opportunity to thank LA-ACE for the information on the back cover about the Mega STs, and for those cutout STs in *Between Bytes*. I put the cutout STs in *Between Bytes* so the 8-bitters could have their own STs, but if you work with PCs for your income, you could always snip it out and stand it on your monitor at work...

This month is also a special "review" issue. What does that mean? Well, to tell you the truth, it means we have more reviews than we usually do, and there was some space at the bottom of the front cover... No, of course not. What actually happened was that I was tired of not knowing what was out there, so I got out my thumbscrews and got some people writing. We have reviews of *two* databases, *Goldrunner*, the GTS-100 (a disk drive) and *Gridiron*. Five reviews out of six total articles qualifies for a special issue in my book, at least the first time.

#### About the cover

I'll bet you recognize the guy on the front cover. No? It must be his disguise. Bob Whipple (remember him? He's the guy that's been killing himself all over the place with JACS... like several people on the executive committee, and we don't give them enough credit for holding this group together... "But I digress.") took a digitized picture of him and messed with it in DE GAS Elite. How d'ya like it? I think it sets the mood for our first article rather well, myself.

#### About page 6

In case you put off my column until last, you may have noticed a mouse on page 6 with a string tied around the cord. That means to just do whatever you have to do to remember to get your JACS Bucks (or, as the new style seems to be, JACS BUCS), write your articles, and to do that word find.

What else is going on in the club? Let's see. If you missed the last meeting but were at one of

the ST-only meetings, you still know what the room looks like. Just picture the computers set up on the wall to the right of where they were, and the JACS monitors set up on tables right down the middle of the room. It actually worked out pretty well. There was some discussion about what order to put demonstrations in (Bob had the best idea, as I'm sure you, being an STer all the way, will agree--put the STs first, because ST people aren't often interested in 8-bit stuff, but many 8-bitters are at least intrigued by ST stuff, if not looking to buy some. Therefore, putting the ST demos earlier lets the ST people get home to write their articles.

Since I'm in the position of editing both "sub-newsletters," I've had the opportunity to notice that the STers are much better about deadlines--I've had the *Potpourri* pasted up for about a week now, while I am only now finishing up layout on *Between Bytes* (today is its deadline). *Potpourri* authors get it in nice and early, so I have time to get it all set up, while 8-bitters tend to get it in on the 30<sup>th</sup>. There are exceptions, of course. Larry's very good about getting his in. Articles *are* better late than never, but if you get the chance, please write them early. It makes my job easier, and that lets me get a better product to you.



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## A Tale of Two Databases By Jim Cummings

### Chapter One

... in which our hero tests the mettle of Datamanager ST, and finds it good! ...including the saga of the returned db.... the long in coming guarantee and the quest for easily transported output!

Ah, yes, gather around. This happened long ago (last May) and far away (in mysterious Pennsauken) and concerns databases. Still your hearts! Databases are wondrous, magical things--capable of great flexibility and marvelous utility. Today's story is about db's for the data of a small castle in a Jersey subdivision, or a small shopkeeper's records, the kind our hero, whom we shall call Jim (for want of a better name), needed.

Now Jim was wise (though his teenage children didn't think so), and knew most "data" could be handled without a db. Most times, a db is more trouble than its worth, like so many "checkbook balancers", people try to sell computer owners. Indeed, the data Jim usually worked with could be done on a lined scroll with ballpoint quill in five minutes. However, an exception was Jim's ever growing collection of silver sound discs (which we shall call CD's).

But, Jim *liked* to computerize things (maybe his kids are right) and clutching some coin of the realm, he mounted his trusty steed, Subaru, and went questing for a database. Lo, one day he came upon a database, crafted by the wizards from Timeworks, called Datamanager ST! He hesitated. It looked foreign, as if it belonged to those who had pledged to another kingdom, perhaps even Commodore's dark realm. Satisfied it was indeed for subjects of the realm of ST and being most greatly discounted, he parted with his coin and procured the db.

Now this purchasing took long, necessitating the shopkeeper call the Timeworks' wizards to assure data from the db could be easily transported to other programs. Jim was assured, and since it had the wizards' bond of guaranteed replacement (important!) and since the writer writes lousy dialogue, we will move along.

Arriving at his heavily mortgaged castle, Jim examined the db, its very nice slipcase and

instruction scroll (with table of contents and index). Yegads, this quest looked worth it.

Proper spells said, floppy invoked and the screen glowed with Datamanager ST. Joy! The data was easily put in place, as columns or forms. GEM was there, fully implemented. Jim noted the db's many wonders:

1. Many field types--calculated, text, numeric, custom, etc.
2. Spreadsheet-like column format or view individual "forms" with one set of data.
3. Easy to modify, add or delete information at any time.
4. The entire database is kept in memory so manipulation and movement is instantaneous.
5. Powerful and flexible sorts and searches.
6. Calculation fields allow addition, subtraction, if, then, else manipulations--could handle a small business' books or invoices.
7. GEM allows instant manipulation of fields, moving, hiding, sizing.
8. Full printing capability either as spreadsheet like columns showing entire db's data or as individual forms or labels.
9. Data can be transferred to other Timeworks' products.
10. *Incredible* graphics program with many ways (16) of displaying data.

Jim found but three drawbacks:

1. Memory limited, not for big chunks of data (unless you have a Mega ST and a hard drive)
2. Graphics program is powerful but more difficult to master than the db.
3. Does not export "pure" ascii data for mail merge.

And therein, the rub! Although Jim loved this db for his CD collection, he soon had to input a larger amount of information with many names and addresses and financial records.

At first things went well. Searches quick, sorts trouble free, calculations effortless and all well at the split-level castle. Then, Jim called for a mail-merge with his processor of words--ST Writer. It didn't.

Jim called upon the Timeworks' wizards, whose number was hidden deep in their instruction scroll. Obviously, novice wizards answered.



The first knew nothing. The second said Jim should buy the wizards' own processor of words. The third (perhaps soon to gain his robes) gave Jim a solution. Following the spell he was given, Jim prepared as if he were to make labels and then told the program (using the proper parameters) to act as if Jim did own the wizards' word processor (a menu choice, by the way). It worked--sometimes.

Sometimes, as Jim knew, doesn't work in computers or pregnancy tests. Sadly, Jim called on the wizards' guarantee to replace their creation with the work of any other wizards' and sent off his program (return receipt requested, of course). This was in May.

The season of crabgrass came, and almost went. Jim dusted off an old friend, his trusty 130XE and re-entered data into the equally old SYNFILE+, then to the even older 8-bit ST-Writer. Lo, mail merged, as was its wont. Jim, satisfied that the job was done, forgot his hopes for a new db. Summer was nigh (whatever that means) and he took his family on trusty Subaru and travelled far, to Ocean City--for a few days, forgetting the wizards.

The family returned, and it was almost time for the air-conditioners to prepare to hibernate, when a man all in brown with a brown package and UPS on his shield, arrived. Jim opened the parcel and there was the replacement db promised so long ago with a form letter, personal as a January wind. The replacement Jim choose? BASETWO. From the wizards at Antic. Why? Read Chapter two!

## Chapter Two

...in which our hero finds true flexibility with his new database... in which his fingers become less tired... in which this review finally ends.

As Jim tore off the wrapper he wondered if he had done the right thing. Jim had first called the wizards at Antic who made BASETWO and asked them of their work. They were helpful and seemed to know their work. And yet... BASETWO had no slipcase, its instruction scroll had no index (and was much smaller). There was no graphics program. Should he have kept the other db and purchased the Timeworks wizards' processor of words? Was his kids' assessment of his intelligence correct? Would he ever end this stupid review?

To assure himself, Jim began to create the exact same CD catalogue he had with Datamanager ST. Then he (again!) typed in all the information with the various names and financial data. Exhausted, he looked at his work and it too was good.

He did discover that BASETWO was not perfect. For one thing, the calculation function was not as complete as that offered by Datamanager ST. But Jim realized he had never used the complex functions (and most likely never would). There was no spreadsheet-like form to enter data and the final form had to be designed for printing. Sorts were a bit less easy to preform. BASETWO was also limited by memory but seemed to cram more into that memory.

BASETWO did allow him to store up to ten report styles and types in memory. It allowed him to make his screen look like a scribe's illuminated manuscript with colored type and type styles. It used GEM intuitively, even easier than Datamanager ST did. It also exported easily and imported (though not as easily) DIF files used by those loyal IBM's blue realm and many who had pledged their allegiance to ST.

But one question remained. Would it allow mail to merge (as was its wont) with word processors other than the Timeworks wizards'? It did - always!

There was great joy again in the castle. Our hero called for the musicians and a feast. His wife told him to switch on the stereo and threw a bag of pretzels. No matter. It worked. And suddenly he realized something.

Datamanager ST was a bigger more complex program, capable of many things. It was good, even very good. But it did many things Jim didn't need. BASETWO was simpler, easier to use. The instruction scroll wasn't even necessary most times and it did the one thing our hero needed, and did it well! It even looked better on the screen. Our hero learned a lesson, "Never quest for the Holy Grail when a Tupperware cup will do as well!" Or more simply put -don't pay for what you don't need.

As time passed, Jim discovered the additional joys of BASETWO. When he called the wizards at Antic, a real wizard answered the phone, with real solutions to problems. Whatever data Jim's castle had, BASETWO could handle. When a friend who



had a mid-sized business called he recommended Datamanager ST. But when his parish monk asked how to put several hundred of his faithful's names and gifts in a db, BASETWO handled it well and made the monk and his secretary glad.

Jim lived happily ever after (it's only been a month, after all) and Subaru was allowed to rest (it needed a clutch, anyway). Jim thought of his days questing and the lessons learned. He decided to tell all of the need to have telephone support with the right answers, to have a program that was intuitive and operated logically and mostly, to part with his hard earned coin only when he had found a program which really did what he needed, neither more nor less. He vowed to tell everyone. He began by telling his teenage children. But they wouldn't listen.

What do you think this is, a fairy tale?

## GOLDRUNNER

By Irv Feinberg

It is the year 2110 and you are the Goldrunner, defender of the migration of mankind from a polluted, dying Earth. Hope of survival lies with reaching a newly discovered world. But your airships must pass by the artificial Ringworlds of Triton where you will be attacked for certain. You can only migrate after reducing the space pirates. You are first choice to fly the one-man fighter against these aliens. You have to use your piloting skills to evade disruption bombs, while you dodge buildings protruding from the surface of the Ring. If you can destroy enough of the Ring's structures you can fly through the exit port to reach the next Ring. Luckily for you, your ship's superior shields let you gun down attacking spacecraft.

GOLDRUNNER is packed for action. Extra booster power is supplied by the space bar. You can use a joystick, mouse or keyboard. All controllers are simultaneously active. Graphics are good and explosions are real. You have music and a digitized voice that tells you to "watch out" but only after you run into something and explode. Play it without the music by hitting F2. Documentation is sparse and really isn't needed. This is a pure action game and not for those who feel games need to have intellectually redeeming qualities. Go get 'em!

GOLDRUNNER is a Microdeal (German) product, distributed in the USA by Michtron. Retail price is \$39.95.

## GTS-100

A New ST disk drive from Future Systems

By Bob Whipple

Well, we've seen it happen to the 8 bit, when Atari failed to deliver the new 1050 a few years ago. Companies like Rana, Percom, and Indus sprang up, with much success, for a while anyway.

Percom, for example, created a drive that was true double density, and since Atari was having troubles with DOS 3.0 and making the 850 printer interfaces, Percom added the interface to their drives and supplied a true double density DOS to boot. (no pun intended) Atari's loss was Percom's gain.

Rana followed suit, but supported all three densities, and included SmartDOS and LED lights to let you know just where you were on the disk, *plus* a small, compact size and a 120 day warranty. *Wow!!*

The Indus GT followed with the same as Rana, but with a travel case, *free* database, word processor, spreadsheet, kitchen sink, etc. *Plus* a 1 year warranty: *double wow!!!*

Percom and Rana are now 8 bit history, and the Indus folks have become Future Systems Inc. Future Systems *still* makes the Indus GT for the Atari and Commodore 8 bit computers, but have added a new member to their product line: the GTS-100 for Atari ST computers.

Atari, once again, has left a a gaping hole in the double sided drive market (just try to find a SF314 without going mail order if you dare!); Future Systems is trying to fill this gap. The new drive is incredibly sleek. It's 2 1/8" high. The busy light lets you know when you are reading, writing, when the disk is protected, and so on. This unit is soundproofed (whisper quiet) and has a chassis that is only 8 1/8" long. It also sports those now famous LED track lights. Almost forgot, it supports double and single sided disks and is 100% compatible and has a 120 days warranty. Phew!!! This drive is available *now*. If you wish more info call or write to:

Future Systems Inc.  
21634 Lassen Street  
Chatsworth, CA 91311  
(818) 407-1647

Future Systems, good luck, and thanks for the support. Who said history doesn't repeat itself??



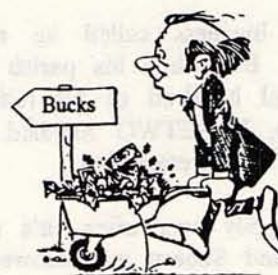
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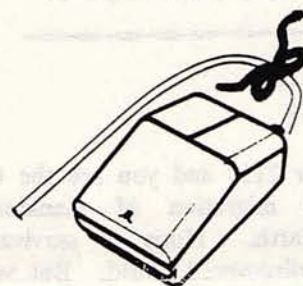
## Find:

1020	2600	65XE	CO70099	SF354
1025	400	7800	CXL4020	SM124
1027	410	800	RX8036	SMM804
1030	5200	800XL	RX8044	STM1
1040STF	520STFM	810	RX8049	SX212
1050	520STM	830	SC1224	XM301
1450XLD	600XL	CO70091	SF314	XM801

There. That was easy, right?  
Now try to come up with the  
normal name for each part  
number!



Don't forget to buy  
**JACS Bucks!**



Deadline:

**NOV 20**



*Gridiron*

by Bethesda Softworks

Reviewed by Bob Cramer

One of the joys of having a computer is playing games. Sure, sure, you'll tell me you use it for work, for home record keeping, for word processing, for graphic art and music, for whatever ad-nauseum. The truth is that games have had a huge impact on the personal computer industry from the days of the Atari 2600 to anything you can name that is in use today. I have written for this newsletter several times since I joined JACS in 1983. I like text adventures, war simulations, the ever popular shoot-'em-ups, and sports games. I've played most of the sports games that have come along: everything from Atari Basketball to Thorn Soccer to Gamestar Baseball and Football on the 8-bit machine. My ST sports game experience includes Mean 18, Hardball, GFL Football, Two on Two, 10th Frame, Leaderboard, etc. You get the picture.

Last week I found a new football game that is so good that the only thing that I can complain about is (you won't believe this) the *color* of the *cursor*. That's right: the cursor is a pale red orange color on a green playing field. This combination, to some of us, is difficult to see. That fact, however, has not stopped me from enjoying *Gridiron*, the most fantastic Football fun since the days when the Philadelphia Eagles were the ONLY good thing to do on Sunday.

Here's a game that is basically X's and O's. It is a strategy game that is not dependent on your ability to memorize the number of footsteps required to complete a play or your ability to press the button at exactly the right second to catch a pass. GRIDIRON has 11 players on each team and they are on the field for you to watch. This is a game for 1 or 2 players who can use the pre-designed playbook or design their own plays and even draft their own players if they don't want to use those already in the game. The beauty of this game is control. I wish I could do justice to the easy way you can take advantage of every feature of this game including the ease of drafting a new team and designing your own plays. After all, if I could do that I'd be writing software documentation and making a ton of money. Which reminds me, the *Gridiron* documentation is well written and easy to understand. Best news yet: *Gridiron* doesn't appear to be an obvious 'port' from some (ugh!) C64 program.

When you open the package you find two disks (in the single sided version--it also comes double sided), a playbook, two copies of the offensive and defensive plays sheet. When you boot the first disk you get a logo followed by a nicely done graphic title screen and hear the last strains of the national anthem. Then you are prompted to load disk #2. Disk #2 then asks you to input the correct 3 digit validation code found on page so-and-so in the playbook. When you look into the playbook you find 6 dark red pages with 430 3 digit codes printed in black. Nice touch--the pirates who aren't smart enough to crack this system will hate it. Black on Red doesn't Xerox and 2580 3 digit codes is guess-proof. Of course even if you bought the game and should lose or somehow destroy the playbook you are sunk, so I'll have to be very careful. The disk, on the other hand, is easily backed up.

There are 5 levels of play: Practice (so you can learn to pass and hand off at a slower pace and without having the defense all over you), Beginner (same slower speed but no extra help with the defense), Intermediate (medium speed, full defense and more intelligent play selection), Advanced (semi-pro with tougher and faster defense) and finally Pro (high speed, full defense, tough and strong players). The 2 higher levels use more advanced logic in both Offensive and Defensive play selection as well as a much more aggressive style of play. In short, at the Advanced level you are in trouble but at the Pro level you better not blink.

There are so many outstanding features in this game that I couldn't begin to list even a small part of them. Every time I play I can't believe the realism. Fumbles, penalties, game stats, 30 second clock, score board, 19 pre-designed offensive and 19 pre-designed defensive plays, punts, kickoffs, returns, fieldgoals, it has it All. I said it was X's and O's strategy but it does go digital sound when the announcer says "First Down" in a clear voice. You can hear the Quarterback call the signals and (unbelievably) you hear the realistic sound of the helmets knocking and the grunts and groans of the players. Graphic lovers will go for the scoring player spiking the ball in the end zone and at game's end the deserted stands where all that is left are the advertisements, the litter left by the crowd and one drunk who is prone on the bleacher.

This is what computer games have always wanted to be. This is the football game that



computer sports fans have always wanted. This is a computer football game that I can honestly say is worth buying. I cannot give it any higher praise than that.

**GRIDIRON: THE FOOTBALL SIMULATOR  
BETHESDA SOFTWARE**

P.O. BOX 1665  
BETHESDA MARYLAND. 20817



# AN ARTICLE A DAY KEEPS THE BOOGEYMAN AWAY!



**TIM - the TIny picture Modifier**  
by Forrest Blood

TIM is a small utility written in GFA BASIC which allows you to display and modify certain parameters of a TINY format compressed picture file, in any resolution.

NOTE: TIM will NOT actually display a TINY picture. The complex TINY compression/decompression scheme would function too slowly if it was written in BASIC.

First off, a little background information on TINY picture files will help you understand how they are organized, and what this program does. I can't take credit for designing this ingenious file compression scheme. I am only simplifying the explanation offered by the original TINY author.

A TINY picture consists of three parts: an information header, control bytes and data words (1 word = 2 bytes). The information header contains the screen resolution, color animation data (if present), color (RGB values), and the number of control bytes and data words which make up the remainder of the file. The control bytes tell the TINY display program when and how many new data words to fetch, and how many times to repeat it. The data words are those unique pieces of information which actually make up the picture.

TIM is only concerned with the information header. TIM reads and displays all the information contained in the header, in a readable fashion. TIM reports the resolution of the picture and the color animation information (if it's present). TIM then displays the RGB values of the 16 color registers, even for a monochrome TINY picture! Lastly, TIM reports the number of control bytes and data words contained in the file. TIM then checks the integrity of the file by calculating the theoretical file length and comparing it to the actual file length. If the actual file length is equal to or greater than (extra null bytes may pad the end) the theoretical length, then the file is assumed to be ok. However, if the actual file length is less than the theoretical length, then TIM will report this by telling you the picture file is scrambled!

The only thing TIM will do to your picture is remove the color animation data. TIM is much faster at removing this information from TINY pictures than any other method currently available. TIM will ask you if you want this information removed. If you say yes, the old file is loaded into memory (but the picture is NOT displayed). You are now told that your old file will be overwritten by the new one if you continue. If you click on quit, your old picture will remain unchanged. If TIM is successful, you will see a message telling you the file has been written. TIM now asks if you want to repeat the same process on another picture. A negative response will return you to the desktop.

Have fun.



```

On Error Gsub En
Dim C(32),Rgb$(16)
M$=" Welcome to TIM |the TIny picture Modifier|by F. Blood, version 1.0"
Alert 2,M$,1,"CONTINUE|QUIT",A
If A=2
    Edit
Endif
Print "Please select your TINY picture"
Fileselect "\*.*",.TNY",F$
If F$="" Or Mid$(F$,Len(F$)-2,2)<>"TN"
    Edit
Endif
Open "I",#1,F$
Ln=Lof(#1)
Print "File is ";F$
Print "Actual length of file = ";Ln;" bytes."
P_rez=Inp(#1)
If P_rez>2
    Ani=1
    P_rez=P_rez-3
Endif
If P_rez=0
    Print "This is a low resolution picture"
    Print " 320 * 200 pixels with 16 colors"
Else
    If P_rez=1
        Print "This is a medium resolution picture"
        Print " 640 * 200 with 4 colors"
    Else
        If P_rez=2
            Print "This is a high resolution picture"
            Print " 640 * 400 pixels in monochrome"
        Else
            Print "This is not a TINY picture!!!"
            Pause 200
            Edit
        Endif
    Endif
Endif
Print
If Ani=1
    St_en_colr=Inp(#1)
    St_colr=(St_en_colr And &X11110000)/16
    Print "Start color = ";St_colr
    En_colr=St_en_colr And &X1111
    Print "End color = ";En_colr
    Dr_spd=Inp(#1)
    If Dr_spd>128
        Dr_spd=Dr_spd-256
    Endif
    Print "VBI's to wait before each rotation=";Abs(Dr_spd)
    If Dr_spd<0
        Print " in the negative direction."
    Endif
Endif

```





```

Else
  If Dr_spd>0
    Print " in the positive direction."
  Else
    Endif
Endif
Rev=Inp(#1)*256+Inp(#1)
Print "Number of revolutions = ";Rev
Endif
If P_rez=2
  Print "NOTE: A TINY pic includes all the color"
  Print "information, even if it's a mono. pic!"
Endif
J=0
For I=1 To 16
  C(J)=Inp(#1)
  C(J+1)=Inp(#1)
  Rgb$(I)=Str$(C(J))+Str$((C(J+1) And &X1110000)/16)+Str$(C(J+1) And &X111)
  Add J,2
Next I
For I=0 To 7
  Print ";Color ";Hex$(I);"=";Rgb$(I+1);"      Color ";Hex$(I+8);"=";Rgb$(I+9)
Next I
Cnthi=Inp(#1)
Cntlo=Inp(#1)
Con=Cnthi*256+Cntlo
Print "Number of CONTROL bytes = ";Con
Dathi=Inp(#1)
Datlo=Inp(#1)
Dat=Dathi*256+Datlo
Print "Number of DATA words = ";Dat
Tot=1+Ani*4+32+2+Con+2+Dat*2
If Tot<=Ln
  Print "This picture appears to be OK."
Else
  Print "This picture file is SCRAMBLED!!!!!"
  Pause 250
  Gosub En
Endif
Print
Print "***** Click to Continue *****"
While Mousek=0
Wend
Pause 25
If Ani=1
  Alert 2,"Do you want to remove the|color animation information",2,"YES|NO",A
  If A=1
    Re=Ln-(1+Ani*4+32+2+2)
    C$=Input$(Re,#1)
    Close #1
    Alert 1,"WARNING: The new file will|overwrite the old!",1,"CONTINUE|QUIT",A
    If A=2
      Gosub En
    Endif
  Endif

```



```

Open "O",#1,F$
Out #1,P_rez
For I=0 To 31
  Out #1,C(I)
Next I
Out #1,Cnthi
Out #1,Cntlo
Out #1,Dathi
Out #1,Datlo
Bput #1,Varptr(C$),Re
Alert 1,"The TINY picture file|has been written",1,"hurray",A
Endif
Close #1
Endif
Alert 2,"Modify another TINY picture?",2,"YES|NO",A
If A=2
  Gosub En
Else
  Run
Endif
Procedure En
  Close #1
  Edit
Return

```

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# MEGA ST COMPUTER

**Processor** MC68000, 32-bit internal, 16-bit external architecture; 24-bit address bus; 8 MHz frequency

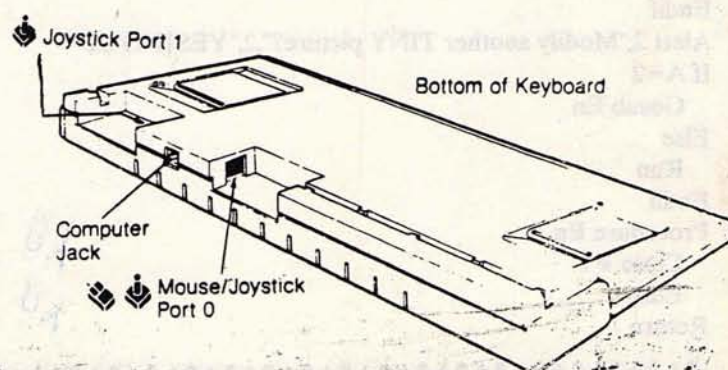
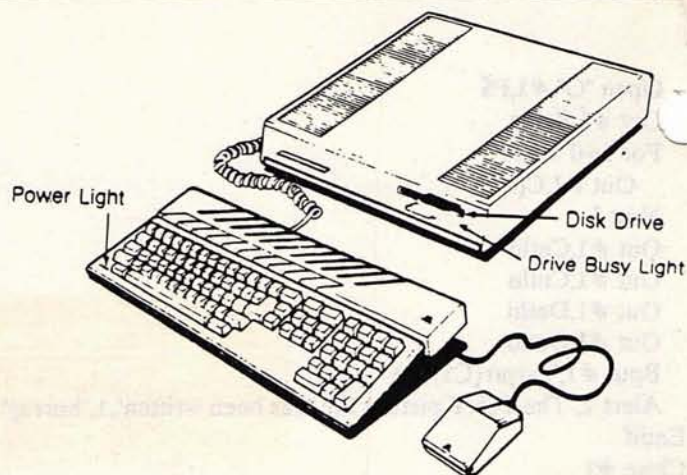
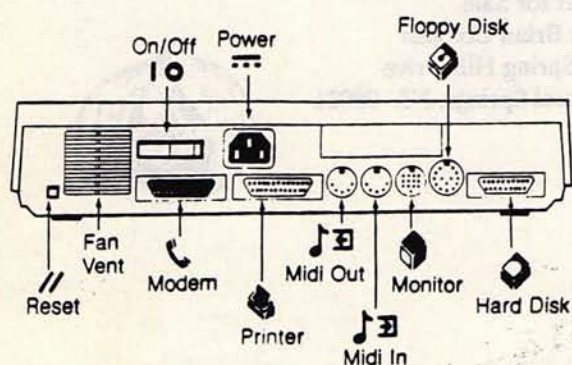
**Memory:**

MEGA ST1™ 1 megabyte (1,048,576 bytes) of RAM;  
192 kilobytes (196,608 bytes) of ROM

MEGA ST2™ 2 megabytes (2,097,152 bytes) of RAM;  
192 kilobytes (196,608 bytes) of ROM

MEGA ST4™ 4 megabytes (4,194,304 bytes) of RAM;  
192 kilobytes (196,608 bytes) of ROM

Many types of external devices, called peripherals, can be attached to the back panel of your MEGA ST Computer.



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